

# History of Changes

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(changes.rss)

## 1. Version 3.45 (July 07, 2005)

- Created thrid tree view class that should fix all problems of previous tree views and migrated everything to it.
- Switched Dsft.bin, blv, odm, dlv, ddm to new tree view
- Decoded dungeon bits, last time visited, sky bitmap name, day attributes, fog range in ddm and dlv files.
- Decoded DTile.bin
- Decoded odm TileSetSelectors
- Decoded mapResetCount and lastResetDay for dlv and ddm files (Fenghou)
- Decoded Map Outline Lines
- Fix bug where files named differently from entry names could not be quick-append updated. (Yongfish)
- Improved tree control to better handle lists and partial lists of items
- Decoded Doverlay.bin, DObjList.bin, DMonList.bin, DDecList.bin, DChest.bin
- mm7 and mm8 support for DSft.bin  
(mkienenb)

## 2. Version 3.44 (May 15, 2005)

- Decoded "artifact found" bits in saved game.
- Decoded item held on cursor when saving game.
- Decoded Chest Unknown1 (DChest id -- picture)
- Converted docs to xdoc format and used Apache Forrest to generate website.
- Decoded several creature fields based the monster.txt file and on MM7 decoding work performed by Transparent Star.
- Fixed mm6 dlv parsing. (Fenghou)
- Choosing recent history file now sets title bar. (Fenghou)
- party.bin, odm, ddm, blv, dlv switched over to using tree display view to reduce memory requirements. (Weiarc, Fenghou, others)
- Switched party.bin to an improved tree display view.  
(mkienenb)

## 3. Version 3.43 (May 04, 2005)

- Party.bin decoding.
- Integrity checking of file formats while parsing.
- Support for MM7 and MM8 bin files (excluding party.bin and dsft.bin).
- Reorganized class and data layout.

## History of Changes

(mkienenb)

### 4. Version 3.42 (April 26, 2004)

- Indoor level decoding (blv and dlw resources)
- Fix bug in computing new size of odm files (was always using original size)
- Other resources partially-decoded:
  - party.bin
  - Dchest.bin
  - DDecList.bin
  - DIft.bin
  - DMonList.bin
  - DObjList.bin
  - DSounds.bin
  - DTft.bin
  - DTile.bin
  - DSFT.bin

(mkienenb)

### 5. Version 3.41 (April 20, 2005)

- More Event decoding
- Add/Delete/Move around events
- Allow save game editing (saved games are new.lod files)
- Handler for npcdata.bin resources.
- Handler for dsft.bin resources.
- Added Monster decoding for odm files.
- Added Item and Chest Content decoding for ddm files.
- Add/Delete/Move around 3d objects, sprites, monsters, creatures, items, and chest contents.
- Improved control for comparing and manipulating unknown data.
- Minor decoding of ddm creatures.

(mkienenb)

### 6. Version 3.40 (April 2, 2004)

- Display progress monitor panel for import operations
- Provide better error reporting during import/export operations
- Provide cancel import functionality
- Select filename for new rebuilt lodfile
- Rebuild a lod file directly from a resource viewer/editor. (odm, evt, str, txt, and raw data displays).

- Fixed binary data editor input to properly handle the various display modes.
  - Display offset for binary data editor.
  - Toggle offset display between hex and decimal on offset-column click.
  - Provide user-specified blank cell padding to align binary data horizontally.
  - Display progress monitor panel when loading data to display
  - Quick-update the current lod resource by appending updated content to the end of the lod file.
  - Quick-update a lod resource by appending the contents of a selected file to the end of the lod file.
  - Ability to view any lod resource with Data handler
  - Preliminary support for displaying/editing outdoor level maps (tiles, heights, 3d object locations, sprite locations)
  - Preliminary support for displaying/editing event file instructions
- (mkienenb)

## **7. Version 3.30 (March 6, 2005)**

- • Ability to export and import all lod file resources (Thanks to Gabor Toth for keeping me going).
  - Start on displaying Outdoor level maps (Thanks to Richard Johnson for outdoor file format decoding).
  - Fix to display/extract/import all four components of a Bitmap.lod tile.
  - Str resources now extracted as/imported from a txt file.
  - Removed LodEntryHandlerManager code and preference as it's no longer necessary in an open-source project.
- (mkienenb)

## **8. Version 3.10 (April 2, 2004)**

- • Files now have consistent file suffixes when saved.
  - TGA and Sprite file types are automatically extracted as Bitmaps.
- (mkienenb)

## **9. Version 3.00 (March 27, 2004)**

- Initial Import (mkienenb)